Evaluation function description

- Considering a non-terminal node,
  for example: [a, b] (a: red marble, b: blue marble)
  to which we would have to evaluate a score using the eval function.

- The logic that was used to implement the eval function was to provide an average value of highly probable values from that specific node.

- Highly probable values from a non-terminal node are as follows:
  - [1, 0]
  - [0, 1]
  - [a, 0]
  - [0, b]

- Also, it is made sure that, [a, 0] or [0, b] must not be the same as [1,0] or [0, 1], since it might corrupt the average value.

- Selected pile values are passed on to check_points function to obtain the score value the selected piles.

- All the obtained scores are totaled, and then divided with number of piles that were selected to provide the average value.

- Overall, the eval_function returns the average value of 4 prominent values and replaces the original score for a specific non-terminal node when the depth has turned to zero.